

AGILITY

FOR

4-H

*Developed by 4-H Dog Programming Committee March, 1992
Revised February, 2000*

INTRODUCTION

Agility originated in England in 1977 and has become popular in the United States the past few years. It is a very exciting sport for both competitors and spectators. Due to the growing popularity of agility, there are many varied forms: AKC, UKC, USDAA, etc. When competing in agility, please make sure to be familiar with the rules of the club / organization hosting the event.

For 4-H, Agility is used to give both members and their dogs something "fun" to do. It also helps to build confidence and teamwork between the 4-H member and their dog. These traits hopefully carry over to both the obedience and Junior Showmanship ring. Offering Agility to 4-H members would encourage them to work harder on their obedience training as the higher levels of competition would require control of the dogs off leash! Keep in mind when training agility, it should always remain fun for both handler and dog. Agility requires a high level of concentration from the dog and it should be developed slowly and in a positive structure.

REQUIREMENTS FOR TRAINING AGILITY

Training Equipment:

- Plain buckle collar without tags
- Training lead - 2 feet long or less
- Training lead - 6 feet
- Small treats and/or a favorite toy

Dog:

The dog must be at least one year old. This allows the dog to become fully developed, both mentally and physically. Members with younger dogs who would like to participate should be limited to 8" jumps, the pause box and the tunnels. Allowing younger dogs on the other obstacles could result in permanent injury. The dog should **NOT** be overweight.

AGILITY OBSTACLES

- Various types of jumps
- Long jump
- Tire/Window jump
- Pause table or Pause box
- Open Tunnel
- Closed Tunnel
- Weave Poles (intermediate and advanced classes only)
- Dog Walk - modified to a height of 3 feet. (intermediate and advanced classes only)
- A-Frame - modified to a height of 4' 6" for beginners; 5' 0" for intermediate; and 5' 6" for advanced. (Measured from the apex to the ground.)
- Crawl tunnel (advanced class only)
- Teeter-totter (advanced class only)
- Sway bridge (advanced class only)

In all 4-H Agility classes, once the judge has set up the course - the 4-H handlers are allowed to walk the course without their dogs to plan their running strategy and familiarize themselves with the course.

BEGINNER AGILITY CLASS A & B

The Beginner Agility Class is for dogs who have not competed at the Intermediate Agility Class level. This class will be done **ON LEAD (4 - 6 foot) with a Buckle Collar (NO TAGS)**, with all jumps and table heights being 8" and the long jump being 16" wide. **Handlers will be allowed to jump the jumps with their dog.** At no time during competition is the handler allowed to touch the dog without being faulted. The course should be set up in a simple course shape with minimal challenges. If the dog cannot perform an obstacle without a tight leash, the handler will be faulted. It is up to the discretion of the judge to fault for tight leashes.

Obstacles:

A course will have at least eleven but not more than thirteen obstacles. An obstacle may be used more than once.
The course will include the following obstacles:

- A-Frame (modified to 4'6")
- Closed Tunnel
- Open Tunnel
- Table or Pause Box (It's up to the judge to tell the handler to sit or down their dog)
- Various Jumps & Hurdles
- Tire/Window Jump
- Long jump

INTERMEDIATE AGILITY CLASS A & B

The Intermediate Agility Class is for dogs who have received their title at the Beginner Level. This class will be done **OFF LEAD with a Buckle Collar**, with all jumps and table heights being 12" or 8" for dogs 10" and under at the withers and the long jump being 20" wide. **Handlers will NOT be allowed to jump the jumps with their dog.** At no time during competition is the handler able to touch the dog without being faulted. The course should be more challenging than the beginner course.

Obstacles:

A course will have at least thirteen but not more than fifteen obstacles. An obstacle may be used more than once.
The course will include the following obstacles:

- A-Frame (modified to 5'0")
- Dog Walk (modified to 3')
- Closed Tunnel
- Open Tunnel
- Weave Poles (minimum of 6 no more than 12)
- Table or Pause Box (It's up to the judge to tell the handler to sit or down their dog.)
- Various Jumps & Hurdles
- Tire/Window Jump
- Long Jump

ADVANCED AGILITY CLASS A & B

The Advanced Agility Class is for dogs who have received their title at the Intermediate Agility level. At no time during competition is the handler able to touch the dog without being faulted. The course should have at least 17 but not more than 20 obstacles. This class will be done off lead using the following jump heights.

	Dog's Height at Withers			
	Over 20"	20" to 14"	14" to 10"	10" & Under
Jump Heights	20"	16"	12"	8"
Long Jump	40"	32"	24"	16"
Maximum Table Height	20"	16"	12"	8"

Obstacles:

Obstacles will include all of those listed under the Intermediate Agility class, plus possibility of the crawl tunnel, sway bridge and teeter-totter. The A-frame will be modified to 5'6".

Crawl Tunnel Space Heights

Height at Withers	Over 20 inches	20 inches to 14 inches	14 inches to 10 inches	10 inches and under
Depth of Chest	Over 14 inches	Over 10 inches, & up to & including 14 inches	Over 7 inches, & up to and including 10 inches	Up to & including 7 inches
Crawl Space	20 inches	16 inches	12 inches	8 inches

PATCH REQUIREMENTS

Qualifying scores for patches may also be earned at fun matches or events offered by clubs other than 4-H where a standard agility course class is offered. If the sponsoring club will permit it, the 4-H member can compete at a lower jump height and still earn a qualifying score. However, by competing at a lower jump height at an other than a 4-H event, competitors may be penalized or considered exhibition only.

Beginner Agility:

To earn this patch, the 4-H member must receive three qualifying scores (as defined on page 4 under Judging 4-H Agility) at three separate events. Upon receiving your Beginner title, you will have 4 months (if needed) of training time before being required to move into the Intermediate agility class.

Intermediate Agility:

To earn this patch, the 4-H member must receive three qualifying scores (as defined on page 4 under Judging 4-H Agility) at three separate events. Upon receiving your intermediate title, you will have 4 months (if needed) of training time before being required to move into the advanced agility class.

Advanced Agility:

To earn this patch, the 4-H member must receive three qualifying scores (as defined on page 4 under Judging 4-H Agility) at three separate events. Upon receiving your advanced title, you must compete in the Advanced B class.

ADDITIONAL CONSIDERATIONS

Each class is divided into an "A" and "B" class: "A" being for members who will be competing at a level for the first with their first dog and "B" being for members who competed in the "A" division in the previous year and have not received their title or are competing with a new dog in this class and have previously run dogs before at this level. "B" class is also for a 4-H member running a dog that has been trained in agility by someone else.

All members must work through each level with the following exceptions: Members who are doing Novice obedience work may begin in the Intermediate Level class "A" at the discretion of the project leader. Dogs which have earned an other-than 4-H title in Agility while being handled by the 4-H member will go to the Advanced Level Class "B". dogs which have been trained and handled by someone other than the 4-H member will go in Class "B" at the 4-H member's level.

JUDGING 4-H AGILITY

There will be a standard course time of 1.5 – 1.75 yards per second plus 5 seconds added for the pause table/box depending on course difficulty and judges discretion. There is a 3 minute time limit per dog.

To receive a qualifying score, a dog must pass with a score of 85 points or better out of 100 and not receive any non-qualifying deductions/elimination.

Scoring deductions for judging:

- 1 point for every 2 seconds over the course time limit
- 2 points for interference or outside assistance
- 2 points for running the wrong course (such as taking an obstacle out of sequence) or running by an obstacle
- 2 points for each time the handler: touches their dog / guides their dog / touches an obstacle
- 2 points for jumping on and off the table, the 5 second pause count will begin each time dog jumps off or moves from required position (sit or down)
- 2 points for each occurrence of tight leash/ dropping the leash between obstacles
- 5 points for knocking down a bar off a jump / addition 5 points off for each time the course repeats over a downed jump and/ or Improper collar or collar with tags
- 5 points for each refusal of an obstacle (the dog puts any feet on a contact obstacle, jumps off but will attempt it again correctly, any significant pause or hesitation at any obstacle). Points are deducted for each failed attempt.
 - beginners are allowed 2 refusals for each obstacle
 - intermediates are allowed 1 refusal for each obstacle
- 10 points for missing a contact zone

Non-Qualifying/Elimination:

- Exceeding the maximum course time
- Dog fouling the ring at any time
- Excessive loudness of handler or abuse of the dog in the ring
- A dog that leaves the course area and discontinues working
- Failure to perform - **Walking the broad jump** (refuses to continue on the course)
- Food or toys on the course
- Excessive leading or guiding of dog, over obstacle or course
- 3 refusals for beginners on any obstacle
- 2 refusals for intermediates on any obstacle
- 1 refusal for advanced on any obstacle
- 'Flying' off the end of the teeter-totter

TRAINING

The following information provides 4-H members with some information to get them and their dog started in Agility training. The information is meant to be used as a guideline for training.

With each lesson, a new obstacle will be introduced while the members continue to practice the old ones. Proceed to the next lesson only when handler and dog are working as a happy team.

Jumps, such as a single bar jump and the tire/window jump, can be introduced at any time but should be kept at a maximum height of 8" for dogs in training.

Jumps:

Jumping should be the first thing introduced. All jumps should be at 8" or lower. Two sets of broad jumps set up on their sides around the perimeter of the ring work nicely for this exercise.

Heel the dog around and over the jumps. At each jump a command such as "jump" or "over," should be used. 4-H members should go over the jumps with their dogs.

Remember, this is suppose to be fun for both the members and their dogs. If a dog does not want to jump, try using treats or a favorite toy. **DO NOT drag or jerk a dog over the jump.** Lower the jump if necessary. When the dog does jump, he should be praised. Do this until the dog is jumping readily and happily.

Long Jumps:

The long jump pushed together can be introduced at any time. Common commands include "Jump" or "Over". The bar jump set up over the broad jump will discourage dogs from walking over the broad jump. As the dog builds confidence, from initially jumping over the jump pushed together, you can gradually spread it out.

Pause Table/Box:

Introduce the dog to the Pause Table/Box. Acquaint the dog to jumping on the table using a command. As the dog learns to jump on the table, do not let him get accustomed to jumping off immediately.

Once the dog will readily jump onto the table, or into the pause box, ask the dog to sit in the center while the handler counts backwards from five. The dog must stay on the table or in the pause box for five seconds.

After the dog has accepted jumping on the table or in the pause box and sitting for five seconds, you can easily teach him to lie down for five seconds (Depending on the level you will be competing in, you may be asked to have your dog sit or lie down. So it is important to have the dog learn both ways.).

Open Tunnel:

The open tunnel can be made from a full barrel. The barrel will need to be braced so that it will not rock. Road construction cones work well to brace it.

Have an assistant hold the dog at one end of the tunnel while the handler goes to the other end and calls the dog giving a command, such as "Tunnel", "Chute" or "Thru". The assistant should guide the dog into the tunnel and makes sure it doesn't back out. After the dog goes thru the tunnel it should receive plenty of praise and play.

Closed Tunnel:

As with the open tunnel, it is best to have an assistant hold the dog at the open end of the tunnel. The handler goes to the closed end of the tunnel, opens the cloth and calls the dog while giving the chosen command. After the dog is doing this readily, have the handler drop the cloth just before the dog reaches him. Plenty of praise is necessary as the dog "pops" out of the tunnel. Gradually increase the distance of the tunnel. Gradually drop the cloth over the dog with the dog a further distance away from the end each time. Eventually the dog will lift the cloth himself.

Weave Poles:

Use a minimum of 6 related articles such as road construction cones or buckets set up in a straight line with plenty of space between the articles. Teach the dog to go away from the handler through the 1st and 2nd obstacles and come back to the handler through the 2nd and 3rd, repeat, repeat. . Common commands are "Weave" and "In, Out".

DO NOT let the handlers walk in and out of the obstacles. They should direct the dog from one side. This is generally on the right side of the poles.

When both handlers and dogs seem to understand what is required, begin to move the articles closer. Eventually, you should have the obstacles only 24" apart.

Both handlers and dogs deserve a lot of praise and play after this obstacle!

In Agility several of the obstacles are called "contact" obstacles. These obstacles have contact zones on either end which the dog must touch or points will be lost. The reason for these contact zones is not only to demonstrate control but also for the safety of the dog.

Dog Walk:

This is introduced by lying the boards flat on the ground and having the dogs WALK over it. The handler will give a command such as "Walk".

Once the dog is comfortably walking across the boards flat on the ground, you can begin to raise the dog walk. Cement blocks can be used to start raising the boards. Only after the dog is confident with the new height should it be raised again.

Again, remember to give your dog plenty of praise and play!!!

A-Frame:

As with the dog walk, this is introduced by lying the A-frame flat on the ground. A different command such as "Wall" or "Scramble" should be used.

Once the dog is comfortable with the flat A-frame, you can begin to gradually raise the center of the A-frame to create the "A" effect. Only after the dog is confident with the new height should it be raised again.

Don't forget the praise and play!

Teeter Totter

As with the Dog Walk and A-Frame introduce the dog to the Teeter Totter at a low level. Place the Teeter on a piece of rolled carpeting (with out its supporting frame). Give "Teeter" command and guide the dog, just as the dog passes the center of the Teeter slow the dog with "Easy" to allow the Teeter to tip. Use praise and treats as needed. Once the dog is comfortable on a lower level, place Teeter at higher positions until a competition height.

Crawl Tunnel

Have assistant hold your dog in the down position at the entrance to the Crawl, go to the other of the tunnel, give "Crawl" command and call your dog through the tunnel. Praise and repeat above until the dog goes understands your command and goes quickly through the tunnel. Then attempt to send the dog through the tunnel from the entrance, give "Crawl" command and be sure your dog is started in the tunnel. Have an assistant stand in front of the entrance to prevent the dog from backing out of the tunnel. Encourage your dog with verbal cues as you run to the other end of the tunnel.

Sway Bridge

Once the dog has learned the Dog Walk and A-Frame, the Sway Bridge is easy to teach. Give "Bridge" command and guide your dog across the bridge, praising and using treats to encourage your dog across the Bridge. Repeat until your dog is comfortable with the Bridge

Each week introduce a new obstacle, then make up different courses with the obstacles in a different order. Various jumps can be added also.

Paint your Agility equipment bright colors - this adds a lot to your course. Contact zones should be painted in a contrasting color.

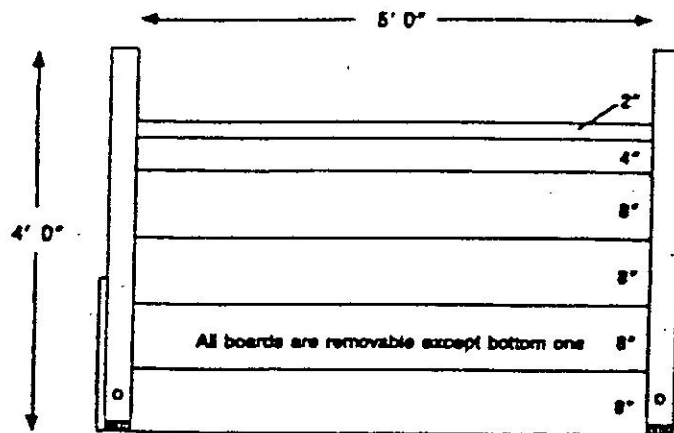
Good luck and have fun!!

Construction of 4-H Agility Equipment

JUMPS:

The jumps may be made of wood, plastic or PVC and striped for visibility. Jump supports may be made of any solid material. Wings are optional on all jumps. Standard AKC high jumps are permissible. Jumps must be able to be set at all allowed jump heights. Jumps that may be displaced from either direction are preferred.

SUGGESTED CONSTRUCTION OF HIGH JUMP FRONT VIEW OF HIGH JUMP



Detail of bottom board. Ends must be notched to fit 1" x 3" base strip. Assemble both uprights to bottom board, then drill holes.

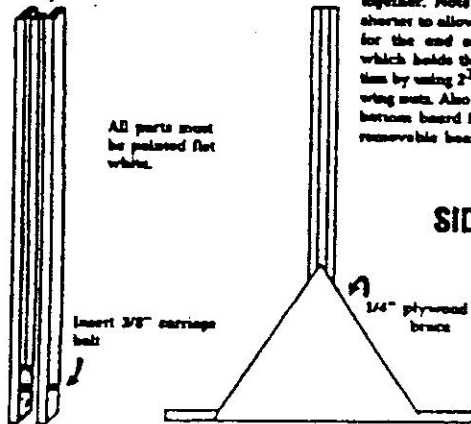
Note groove formed when nailed together.

All parts must be painted flat white.

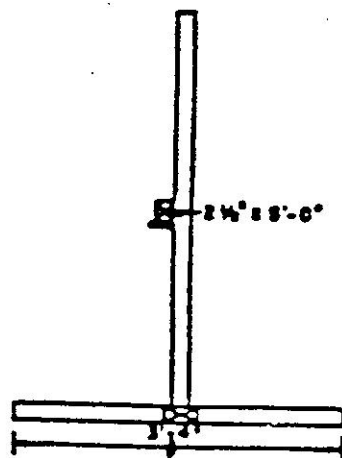
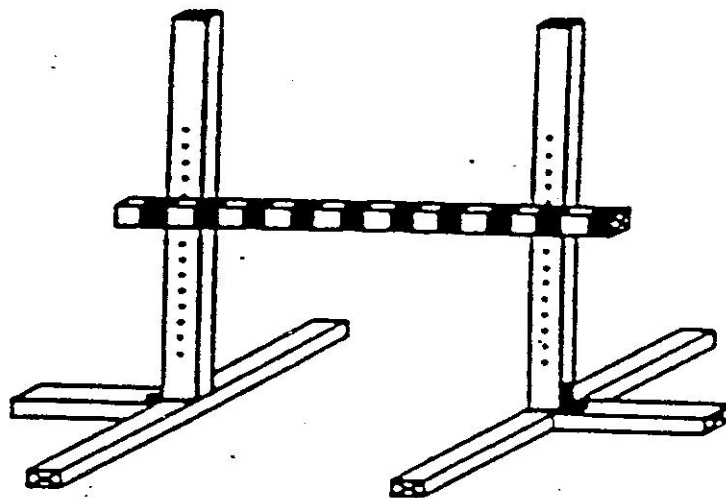
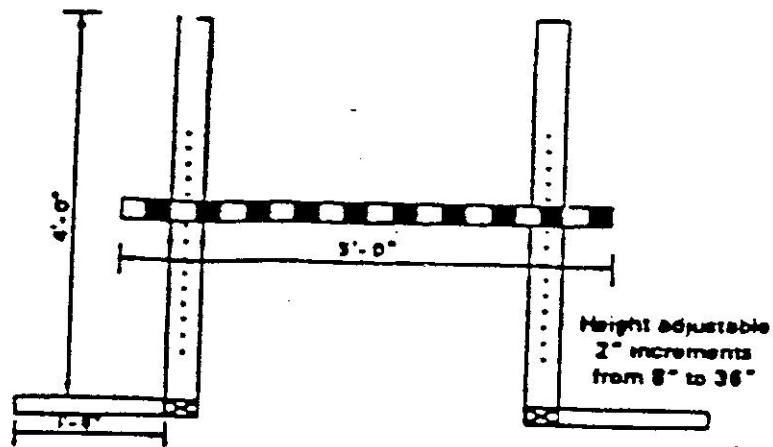
Insert 3/8" carriage bolt

The uprights are made of 2 pieces of 1" x 3" and 1 piece of 1" x 2" nailed together. Note that the 1" x 2" is shorter to allow space at the bottom for the end of the bottom board which holds the 2 uprights in position by using 2-3/8" carriage bolts and wing nuts. Also keep in mind that the bottom board is 4" longer than the removable boards above it.

SIDE VIEW

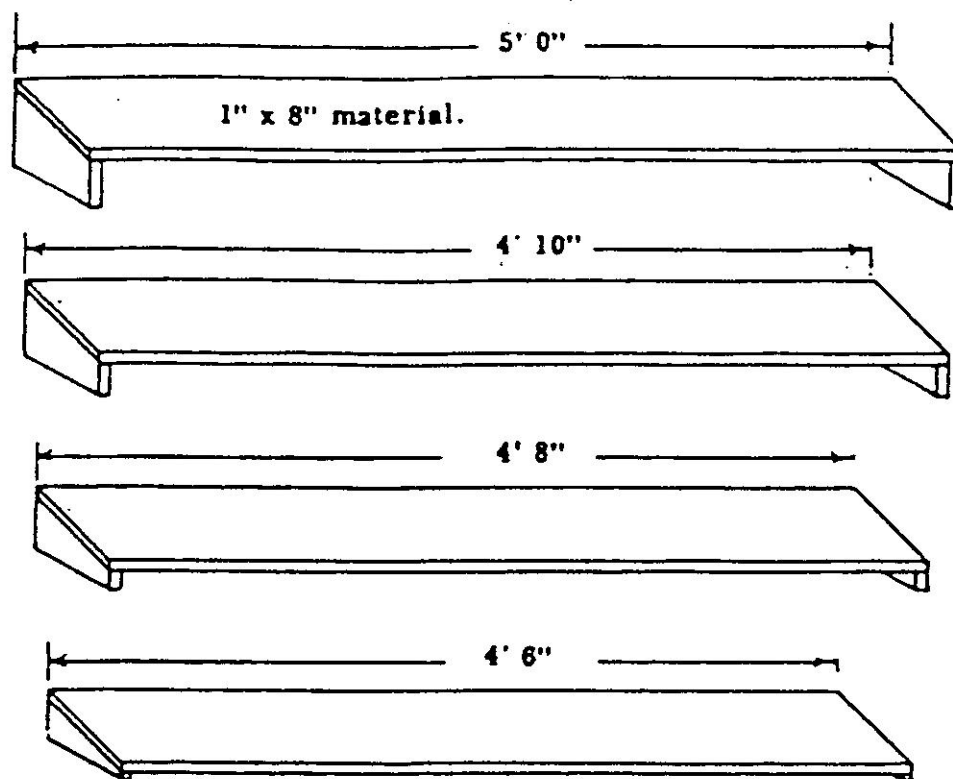


SUGGESTED CONSTRUCTION OF BAR JUMP



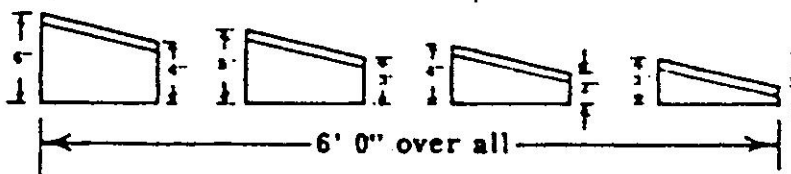
BROAD JUMP:

The standard AKC obedience jump may be used. The AKC broad jump consists of 4 boards each approximately 8 inches wide. The broad jump may be set up with the highest jump in the center. Other broad jump construction is acceptable provided it varies no more than two inches from the AKC broad jump specifications with no jump higher than 6 inches and no jump lower than 2 inches.



This Jump is made of four separate boards, spaced so as to make Jump 6 feet over all. The four sections are built to telescope for convenience of storage, and must be painted a flat white.

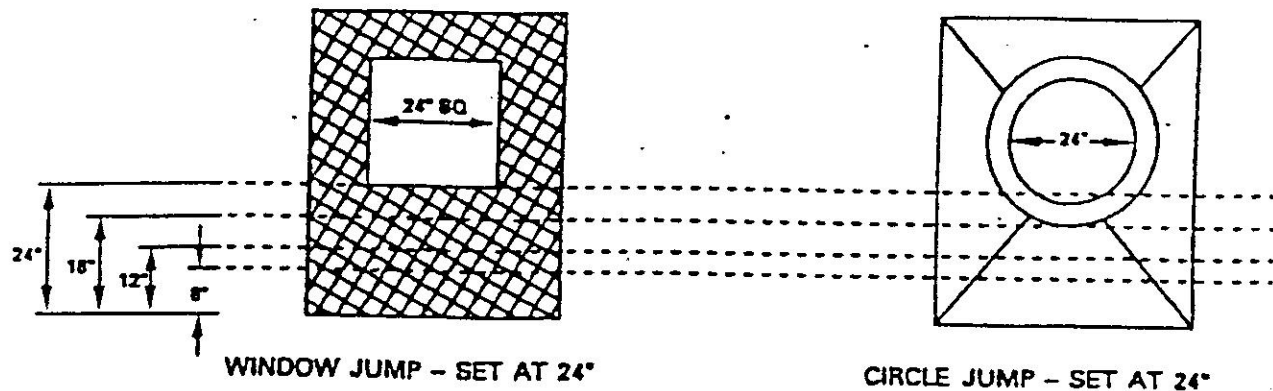
END VIEW OF FOUR HURDLES



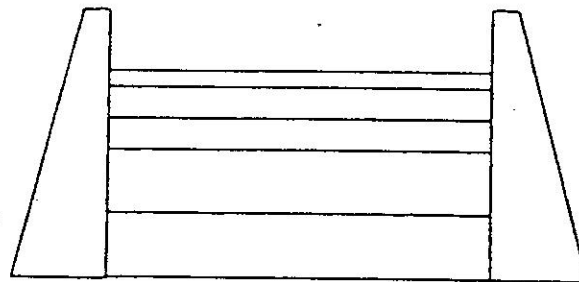
Highest end board to be removed first.
Highest two boards to be removed if necessary.

CIRCLE/TIRE JUMP AND WINDOW JUMP:

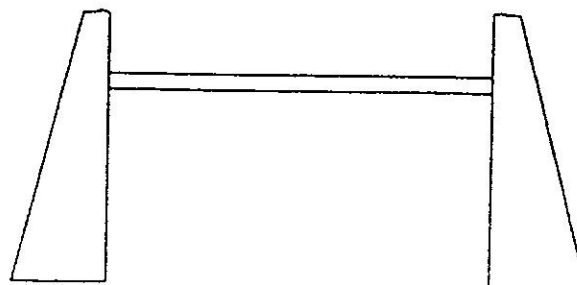
The Circle or Tire is mounted in a frame at least 48 inches wide and 5 feet high so that there is at least 8 inches between the tire's outer edge and the uprights. The jump must be adjustable to the allowed jump heights. The tire should measure 3 inches to 8 inches from its outer edge to the inner opening. The inner diameter is 24 inches. The window jump can be used in place of the tire jump or in addition to. The window jump must be made of cloth, mounted in a frame a minimum of 48 inches wide with a minimum height of 5 feet. The window measures 24 inches by 24 inches and there should be a minimum of 12 inches between the left and right edges of the window opening and the frame. The window must be adjustable for the different jump heights.



ngs may be of any shape that is 2" to 3" from jump poles but not more than 4 feet total. No sharp edges or points on top. A Barrel, small house, pickets and fan shapes are some examples that may be used.



Wall Jump With Wings



Bar Jump With Wings

PAUSE TABLE:

The pause table is 3 feet X 3 feet square and adjustable to the heights of the jumps. Fixed height tables may be used in place of adjustable height tables. Tables may have solid sides or legs. This is a five second pause exercise. The dog sits or downs at the Judges' option provided the position is consistent for the class, and announced prior to the first run.

PAUSE BOX:

The pause box is approximately 48 inches square with a height of 4 to 6 inches. The most common construction is made from 4 inch rigid schedule 20 PVC drain pipe (non-perforated) with 4 elbows. Left unglued this construction is light and easy to transport when disassembled.

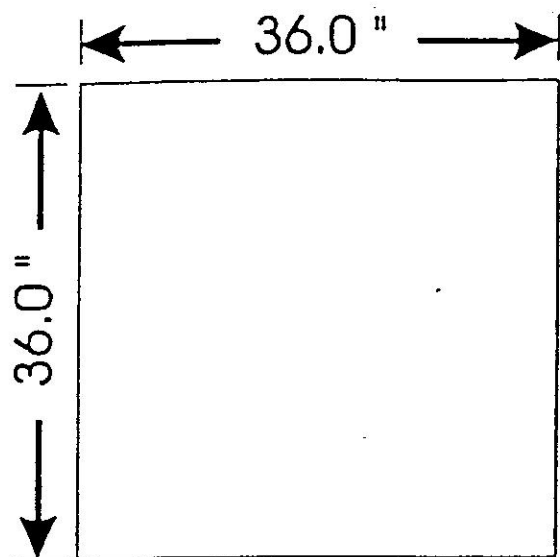


Table top must be covered
with sanded paint or carpet
(Do Not use artificial grass)

Table Top Size

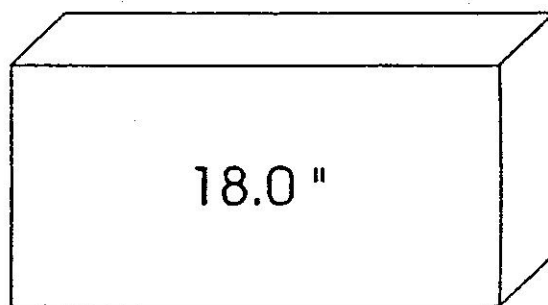
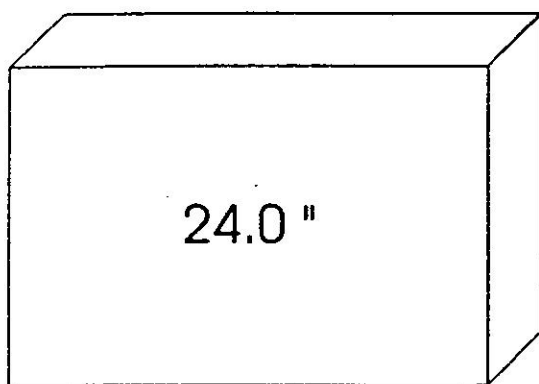
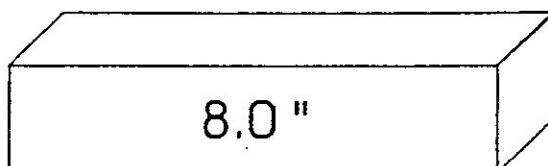
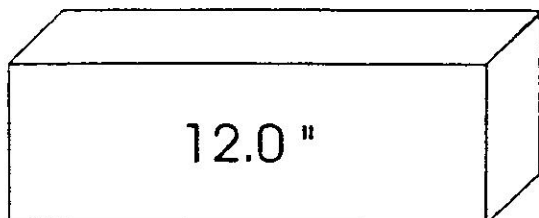


Table Heights

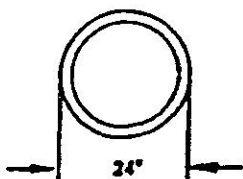


OPEN TUNNEL:

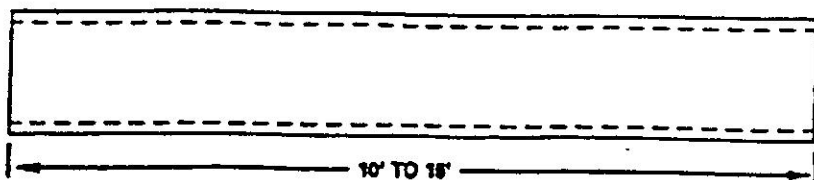
The open tunnel measures approximately 24 inches in diameter and 10 - 15 feet long. The tunnel should be set in a straight line for the Beginner class and set in a curved shape or at an angle that does not permit the dog to see the end of the tunnel from the entrance in more advance levels.

The tunnel can be constructed using large barrels connected together. Be sure to fix the barrels so they cannot roll when the dog goes through them.

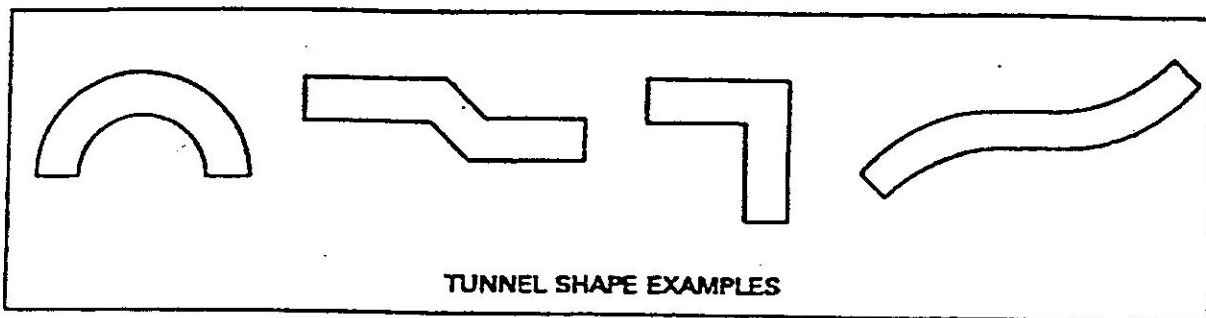
OPEN TUNNEL MAY BE OF ANY SHAPE AS LONG AS THE DOG
CANNOT SEE THROUGH FROM ONE END TO THE OTHER.



OPEN TUNNEL FRONT VIEW



OPEN TUNNEL SIDE VIEW



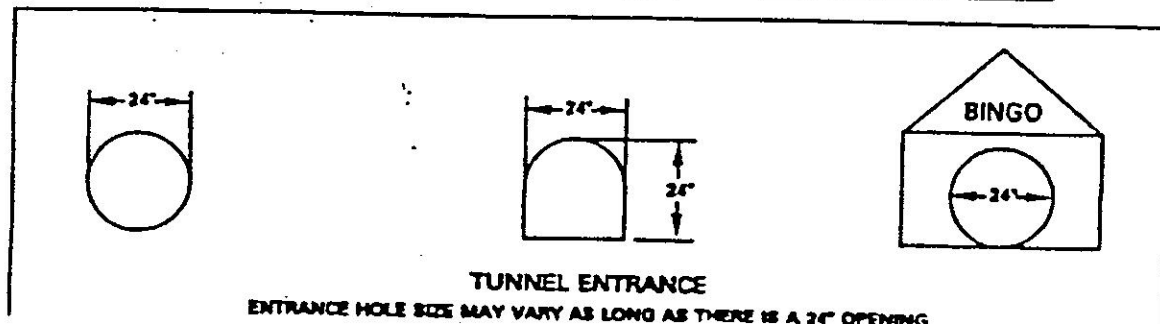
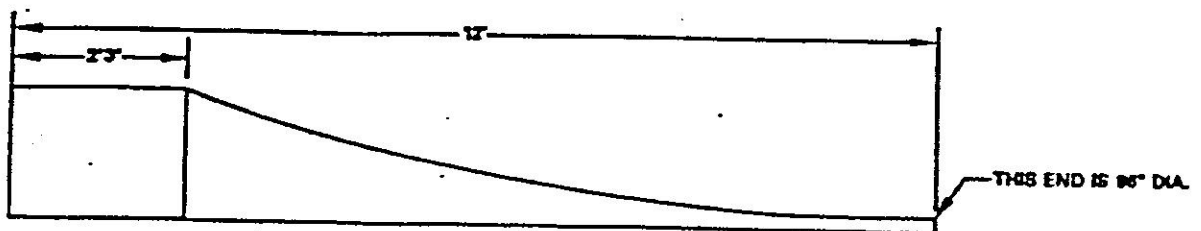
TUNNEL SHAPE EXAMPLES

CLOSED TUNNEL:

The closed tunnel entrance is approximately 24 inches in diameter. The tunnel should be rigidly supported for approximately the first 2 or 3 feet and measures approximately 8 to 12 feet overall. It is constructed of material such as nylon rip-stop or any material that the dog cannot see through. The exit is flared and approximately 96 inches in circumference. The tunnel may be lightly fastened or weighted to the ground or floor if necessary.

Suggested Construction:

Quantity	Hardware and Other Materials Description	Reference/Construction Notes
1	Barrel; fiberboard with removable locking lid ring, 24" diameter, 24"-36" in length	
1	4' x 4' sheet particle board	Cut 1 piece 40" x 28" x 3/4"
4	2" furniture caster cups	
100" x 150"	Nylon or Canvas material	Sewn to 12' length and 96" in diameter
6	1/4" x 1 1/2" bolts	Mount caster cups
2	1/4" x 1 1/2" carriage bolts	Mount barrel
8	1/4" washers with 1" O.D.	Mount caster cups and barrel
6	1/4" nuts	Mount caster cups and barrel



WEAVE POLES:

Weave Poles are **not** permitted in the Beginner class. There must be a minimum of six (6) but no more than twelve (12) poles. The poles measure a minimum of 36 inches in heights, and 3/4 to 1 inch in diameter. They are placed approximately 20-24 inches apart and they must flex. If mounted, the base must not be more than approximately 3/4 inch high, by 3 1/2 inches wide and supported so as to not interfere with the dog's performance. Tape or paint is acceptable on the poles. The dog enters from the right, between pole #1 and #2.

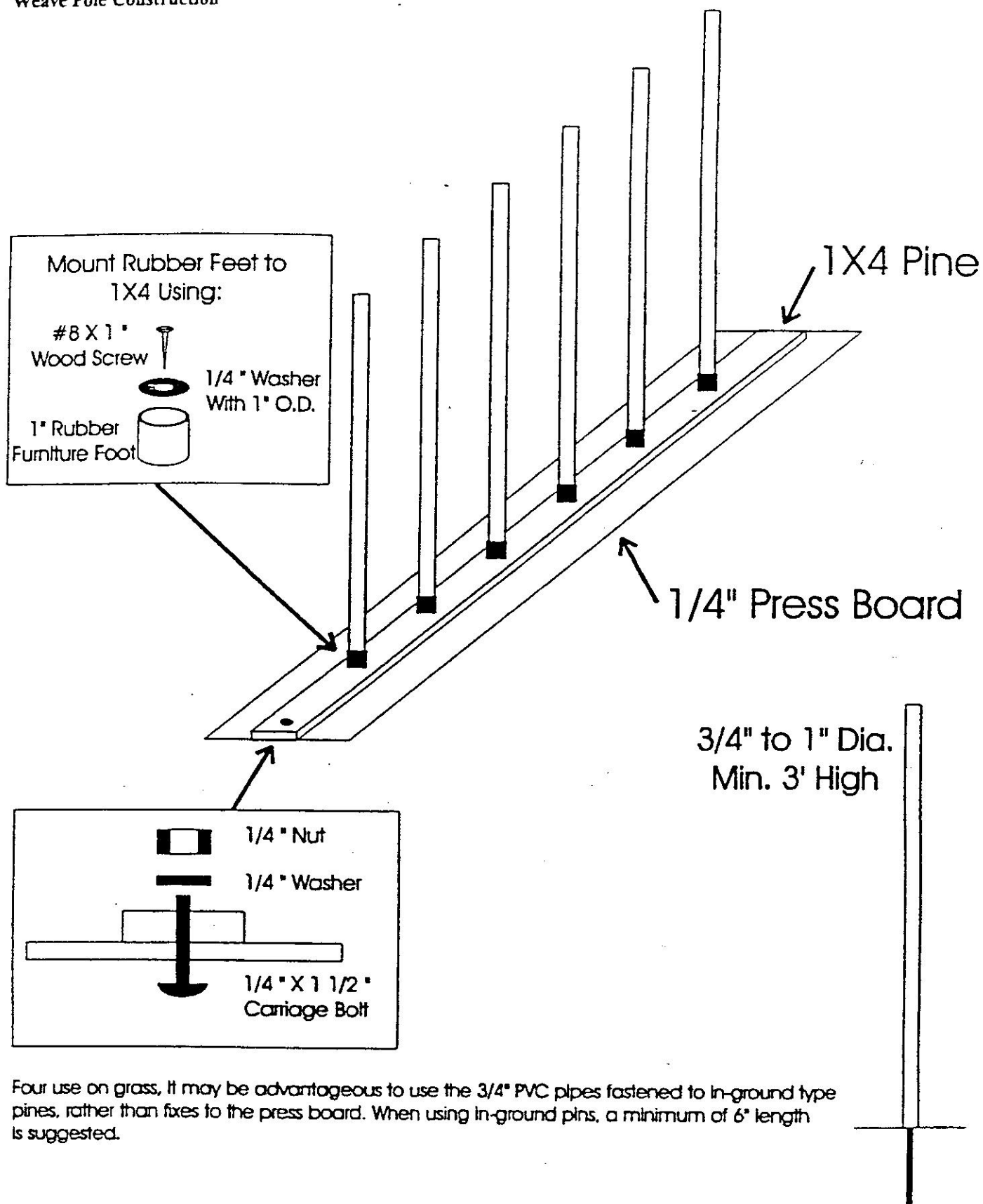
Components:

- 2 - Pole Assemblies
- 6 - Poles

Quantity	Type	Lumber		Reference/Construction Notes
			Length	
1	1 x 4	10'		Pole Base Assembly
1	Press board	4' x 10' x 1/4"		Cut 2 - 8' x 1' pieces

Quantity	Hardware and Other Materials		Pole Base Assembly
	Description		
6	1/4" washers with 1" O.D.	Mount furniture feet	
6	#8 x 1" wood screws	Mount furniture feet	
2	1/4" x 1 1/2" carriage bolts	Mount 1 x 4 to pressboard	
2	1/4" washers	Mount 1 x 4 to pressboard	
2	1/4" nuts	Mount 1 x 4 to pressboard	
6	1" Rubber Furniture Feet	Mount to 2 x 4	
2	10' x 3/4" PVC pipe	Cut from each, 3 - 36" poles	

Weave Pole Construction



DOG WALK:

The dog walk consists of three boards that measure approximately 12 inches wide, and 8 feet or 12 feet in length (lengths are not mixed). The center board is mounted 36 inches above the ground. The entrance and exit ramps must have non-slip surfaces, and are slatted at 12 inch intervals. The contact zones are between 36 on an 8 foot board and 42 inches on the 12 foot board, measured from the ground, and must conform to the same color requirement as the A-frame.

Components:

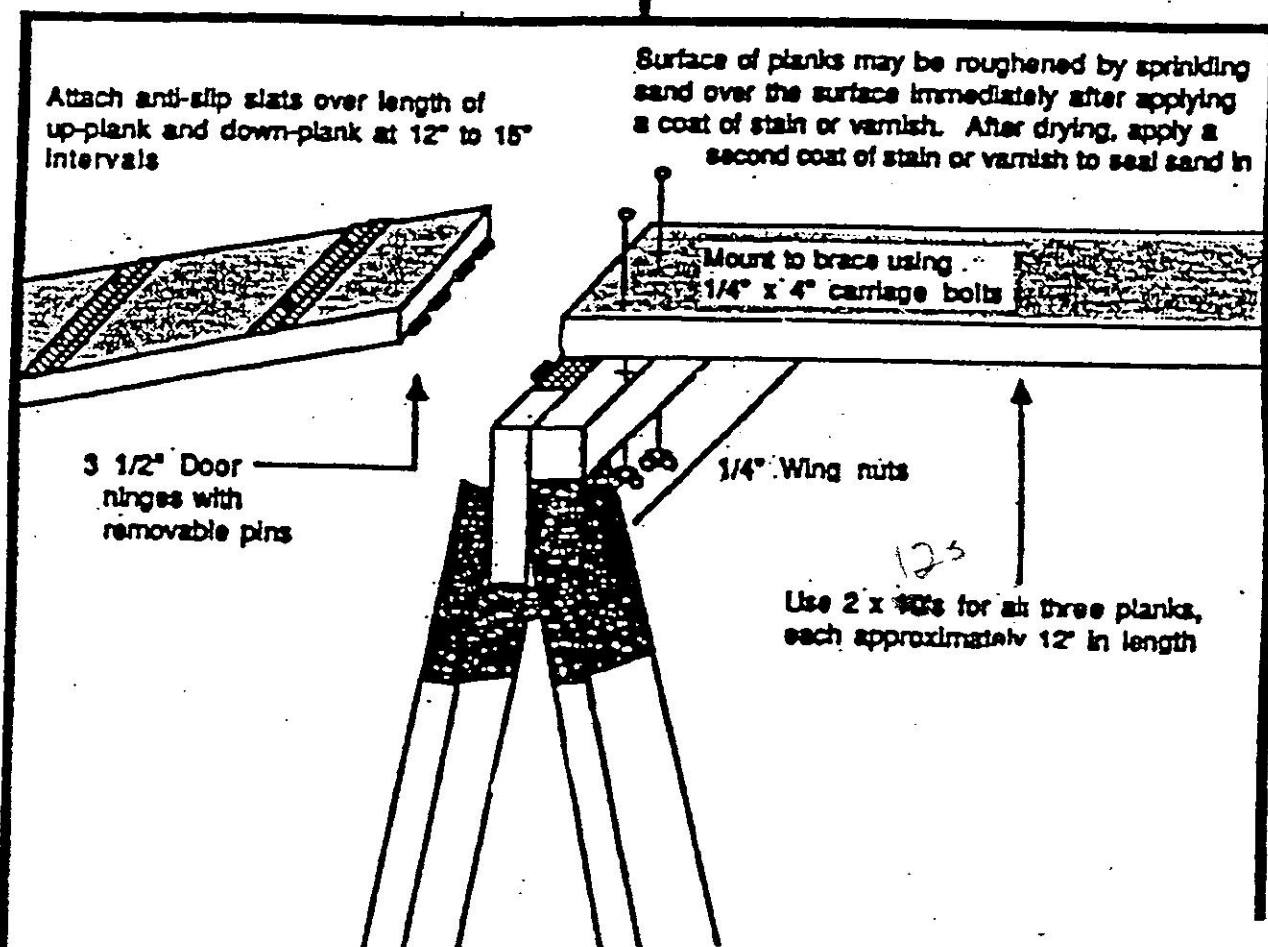
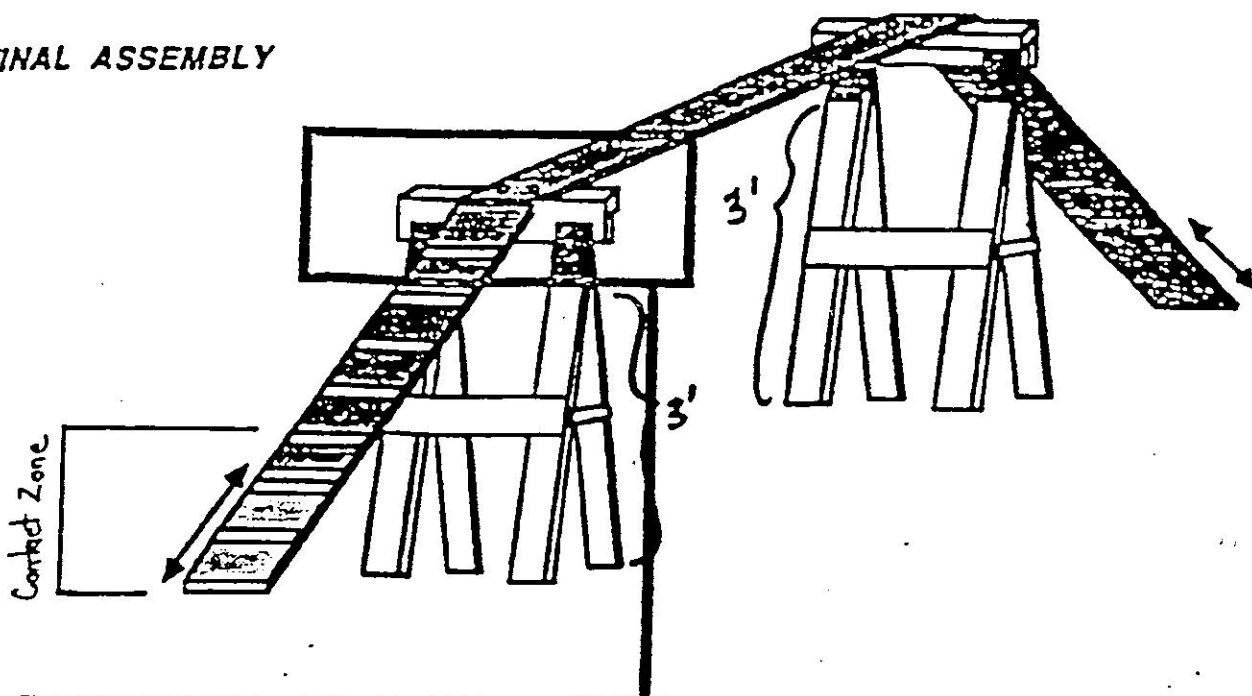
- 2 Base Supports
- 2 Plank Supports
- 3 Planks

Quantity	Type	Lumber Length	Reference/Construction Notes
3	2 x 12	12' or 8'	Walk Planks
2	1 x 2	8'	Walk Planks; Anti-slip slats Cut 18 - 9 1/4" lengths
2	2 x 4	10'	Plank and Base Supports Cut 4 - 3' and 2 - 23" lengths
2	2 x 4	6'	Base Support Assembly Cut 4 - 3' lengths
2	1 x 4	8'	Cut 4 - 21' and 4 - 15 1/2" lengths
1	2 x 2	4'	Plank Support Assembly Cut 2 - 23" lengths

Quantity	Hardware and Other Materials Description	
4	3 1/2" door-hinges w/removable pins	Plank Support Assembly
6	#8 x 2 1/2" wood screws	Plank Support Assembly
52	#8 x 2" wood screws	Plank Support Assembly & Walk Planks
4	3" Cabinet hinges	Base Support Assembly
4	Screen door latches	Base Support Assembly
32	#4 x 1" wood screws	Base Support Assembly
		Secure legs in saw-horse brackets
4	Heavy-duty saw horse brackets	Base Support Assembly
4	1/4" x 4" carriage bolts	Final Assembly
4	1/4" wing nuts	
	Contrasting paint or stain	Color contact zones
	Washed Sand	Sprinkle over wet stain, paint or varnish to roughen surface

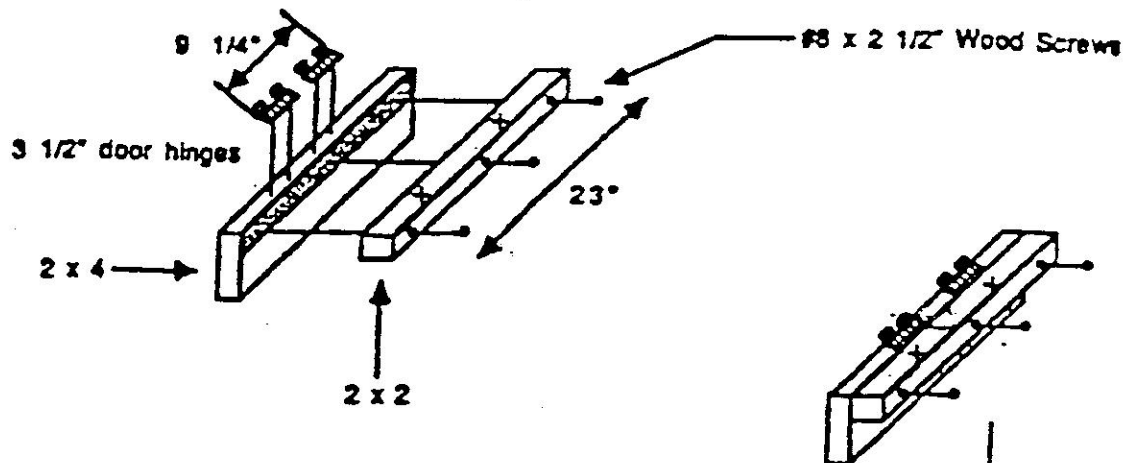
DOG WALK

FINAL ASSEMBLY



PLANK SUPPORT ASSEMBLY

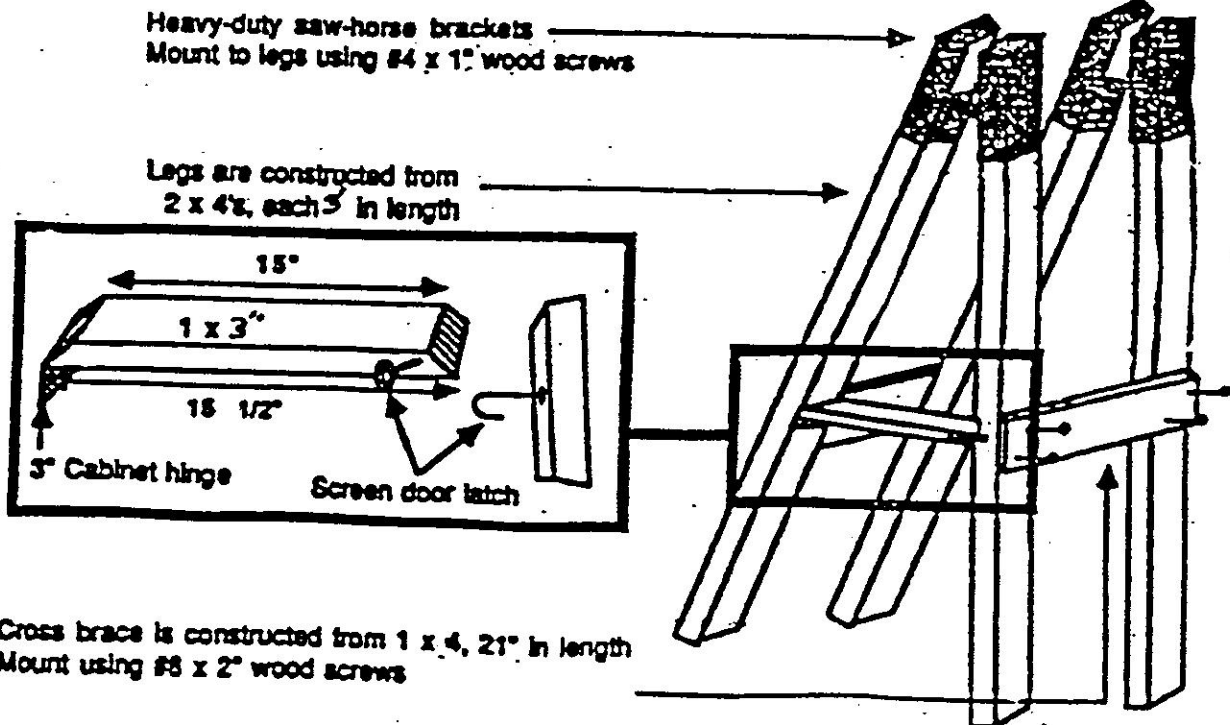
Two plank supports are required



Plank coupling brace
is locked into saw-horse
brackets

BASE SUPPORT ASSEMBLY

Two base supports are required



THE A-FRAME SCALE:

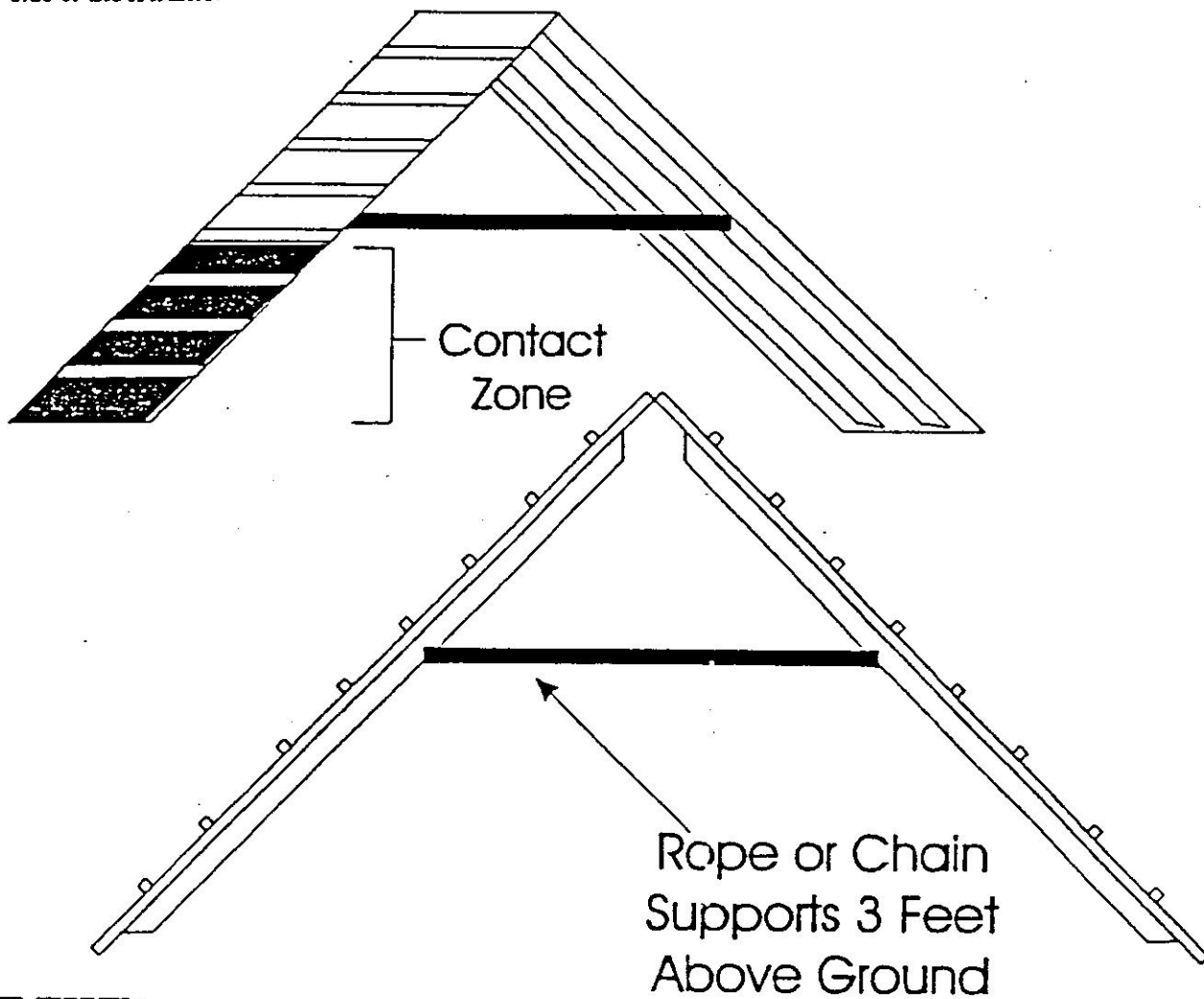
The A-Frame consists of two boards between 8-9' long and no less than 3' wide. The surface should be a non-slip surface and slatted every 10-12 inches. The contact zones are the first 42 inches, measured from the end of the board touching the ground. The contact zone should be painted in a bright contrasting color except white, brown or black. Rubber, carpet or similar matting is not to be used for traction.

Suggested Construction:

This obstacle can be constructed from panels of 36-inch wide (minimum) hollow-core doors, joined and supported with 2X4's to create the required length of 8 - 9 feet. The 2 sides are hinged at the top and when spread apart at the base, they form a free-standing A-frame structure. Removable pin hinges can be used that allow the two parts to be easily separated for storage rather than both sides being moved and stored as a single unit. These hinges provide an extremely rigid and stable connection between the two panels at the apex.

A chain or rope that can be adjusted to different lengths is used to keep the bases of the panels from slipping apart. Large screw are attached to the 2X4 supports, to which a rope or chain is anchored to allow for height adjustments.

Slats of 1 x 2-inch wood are glued and nailed at 10-12-inch intervals across the upper surface of each of the sides. A contact zone must be painted on the first 42" (measured from the end of the board touching the ground) of each side of the A frame.



CRAWL TUNNEL:

CRAWL TUNNEL:

(Advanced class only) The crawl tunnel measures approximately 24-30 inches wide and 6 feet long. The tunnel is open-sided and must have cloth or fabric barrier at the crawl height. The barrier is adjustable to the height divisions. Height is set at dog's jump height except for deep chested breeds which will use the height of the next larger class of dog.

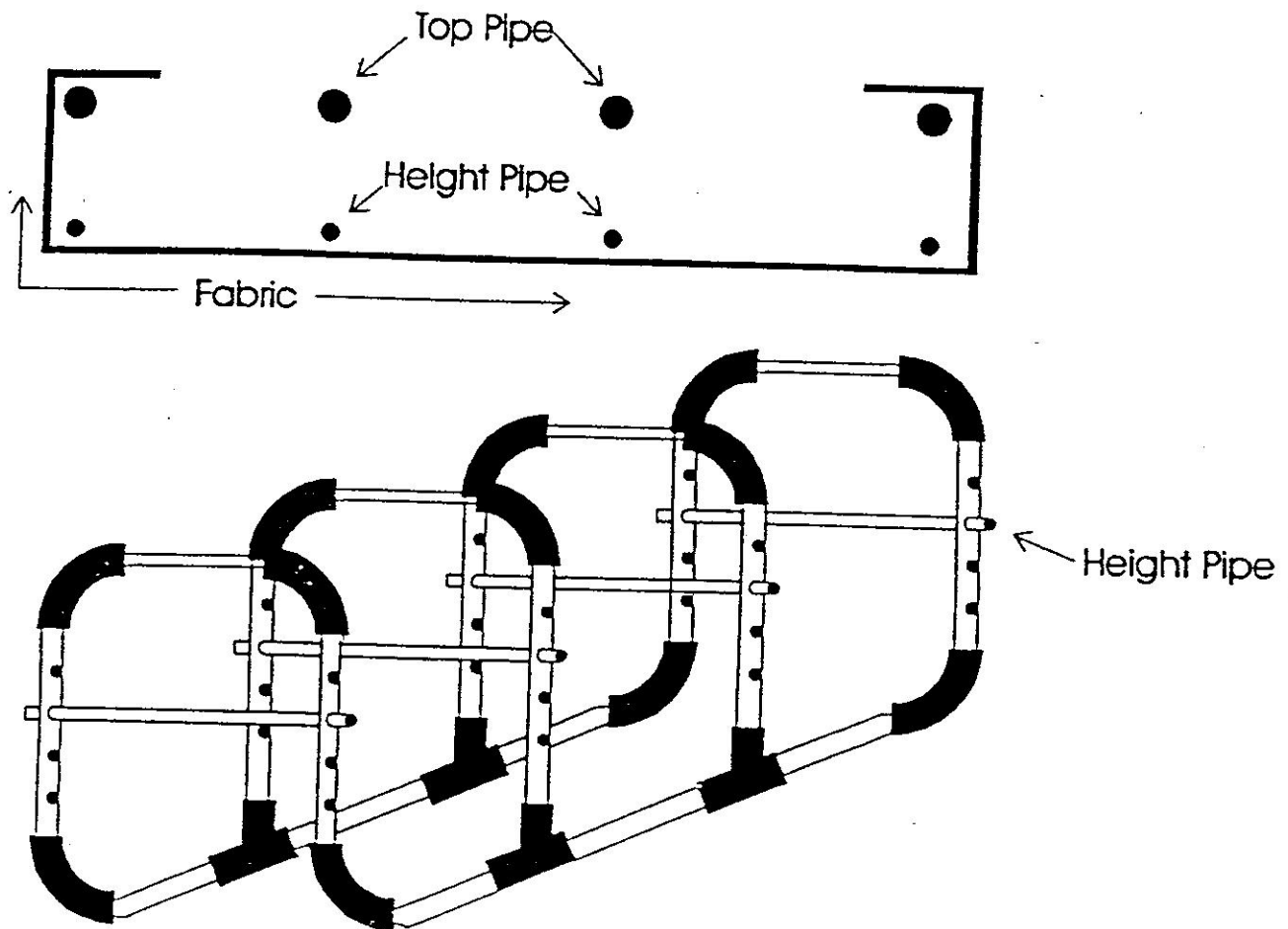
Typical construction is of schedule 40 PVC pipe 1.5 inch size. Only the .5 inch cross pieces that support the cloth to form the roof of the crawl may be made from schedule 20 PVC.

Two matching sets of 4 uprights, spaced approximately 24 inches apart along 2 bases or runners, form the side structures of the tunnel. The tops of each pair of uprights are connected with cross pieces to form the upper structure holding the uprights (sides) in place.

The runners or bases have right angle fixtures at each end and 2 "T" fixtures at the center uprights. The sections of pipe in the bases are 24 inches in length.

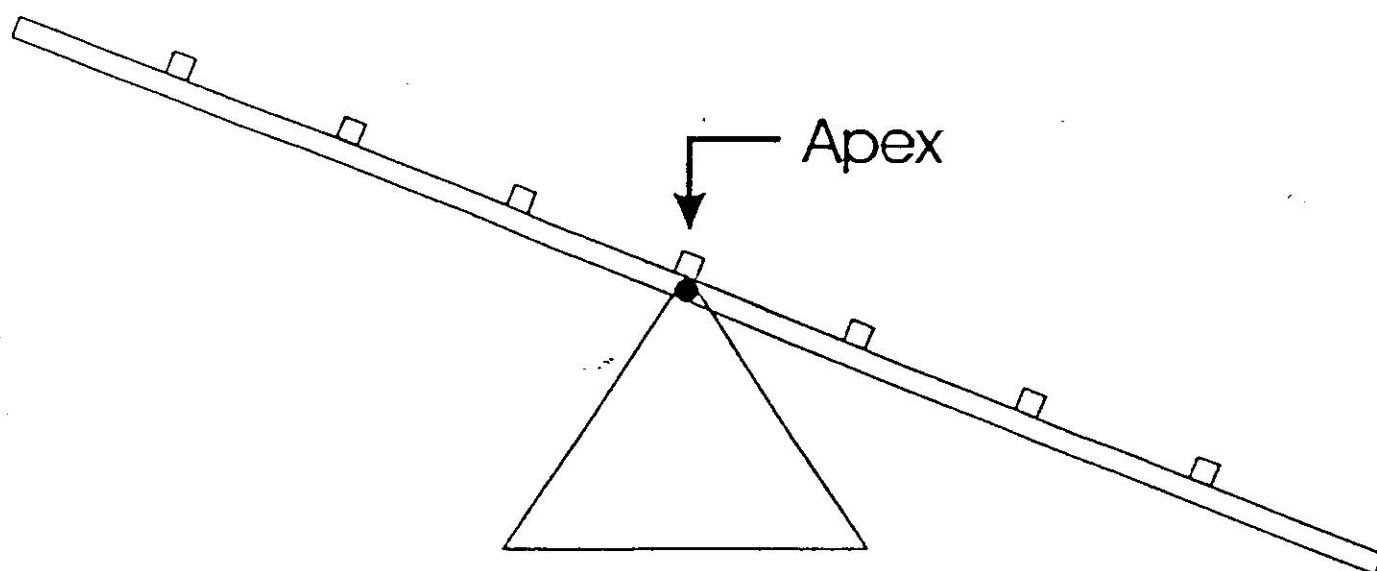
The uprights have 1 inch holes drilled through both sides. The first or lowest hole is drilled so that the bottom edge is 8 inches above the ground when the uprights are placed into the fixtures in the base runners. Additional holes are drilled in a similar manner at 12, 18 and 24 inches.

The cloth or fabric barrier should extend up over both ends where the dog enters the obstacle.



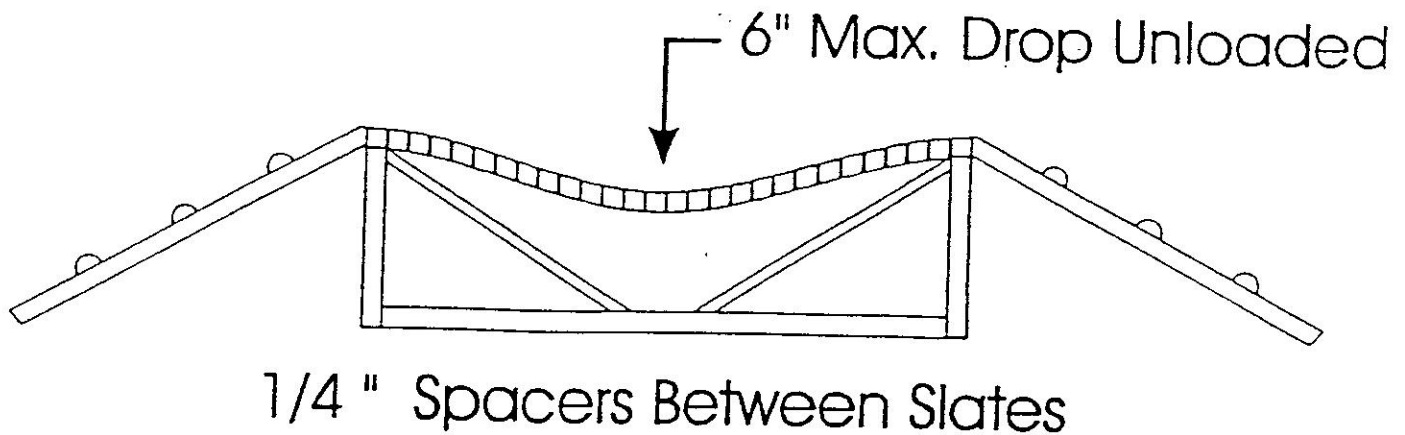
Teeter-totter

The teeter-totter measures approximately 12 inches wide 8 or 12 feet long and is mounted on a fulcrum approximately 20-24 inches high for the 12 foot teeter and 16 - 18 inches high for the 8 foot teeter. It must have a non-slip surface. Slats must be placed at intervals of approximately 12 inches. The contact zones are at each end of the teeter, 30 inches for the 8 foot length or 42 inches for the 12 foot length and must conform to the same color requirements of the A-frame.



SWAY BRIDGE

(Advanced class only) The sway bridge measures approximately 19-24 inches wide, 6.5 to 8 feet long and is suspended approximately 18 inches off the ground. The entrance and exit ramps are approximately 3 - 4 feet long and slanted at 12 inch intervals. Wire cable should be used to suspend the bridge. There should be 1/4 inch spacing between the bridge slats. The bridge must be long enough to hang in a shallow arc from each end of the support frame. The ramp and bridge surfaces must be non-slip surfaces. The contact zones are the first 14 inches for the 3 foot ramp and first 18 inches of the 4 foot entrance and exit ramps measured from the bottom and must conform to the color requirements of the A-frame contact zones.



The rules you have are the complete rules for 4-H Agility Competition. If you are interested in other avenues of agility competition, below are addresses to contact for different agility organizations.

For a complete copy of the AKC's *Regulations for Agility Trials*, please write to:

The American Kennel Club
5580 Centerview Drive, Suite 200
Raleigh, NC 27606-3390

For a complete copy of the United States Dog Agility Association's *Official Rules and Regulations*, please contact:

USDAA
P.O. Box 850955
Richardson, TX 75085-0955

For United Kennel Club's *United Kennel Club Agility Rules* contact:

United Kennel Club
100 E. Kilgore Road
Kalamazoo, MI 49001

Good Luck in your quest for perfection in the great sport of dog agility. Remember to always keep it positive and fun and you will always be a winner with good sportsmanship!

Appendix:

- ◆ Quick Reference for 4-H Agility Class/ Obstacles
- ◆ 4-H Agility Judging - Quick Reference for All Classes -
(2 Pages)
- ◆ 4-H Judge's Worksheet - Beginner
- ◆ 4-H Judge's Worksheet - Intermediate
- ◆ 4-H Judge's Worksheet - Advanced

Quick Reference for 4-H Agility Class / Obstacles

All Classes Standard Course Times (SCT) = 1.5 to 1.75 seconds/ yards + 5 seconds pause
All Classes Maximum Course Time = 3 minutes

Beginners		Intermediate		Advanced
On Leash: Handlers <u>may</u> go over the jumps with dogs. Buckle Collars - NO TAGS.		Off Leash: Handlers <u>may not</u> go over the jumps with dogs. Buckle Collars - NO TAGS.		Off Leash: Handlers <u>may not</u> go over the jumps with dogs. Buckle Collars - NO TAGS.
Number of Obstacles: 11 to 13		Number of Obstacles: 13 to 15		Number of Obstacles: 17 to 20
Jump Heights : 8 in. - vertical 16 in. - long /broad		Jump Heights: 12 in. - vertical, 20in. -long/ broad (Except for dogs less than 10 inches at withers then same as beginners)		Jump Heights; by Dog's Ht. At withers See 4-H Agility Rules- Page 3,
A-Frame Height: 4 foot, 6 inches		A-Frame Height: 5 foot		A-Frame Height: 5 foot, 6 inches
Pause Table; 8 Inches or a Pause Box.		Pause Table; 12 inches Or a Pause Box (Except for dogs less than 10 inches at withers then same as beginners)		Pause Table; Same as jump heights. Or a Pause Box
Dog Walk - Not Allowed.		Dog Walk : 3 foot height. 8 to 12 foot planks.		Dog Walk - 3 foot height. 8 to 12 foot planks.
Weave Poles - Not Allowed		Weave Poles - 6-12 poles, 24 inches apart. Dogs <u>must</u> do weaves - but will not be faulted.		Weave Poles - 6-12 poles, 24 inches apart.
Open and closed tunnels- allowed.		Open and closed tunnels- allowed.		Open and closed tunnels- allowed
Crawl Tunnel- Not Allowed.		Crawl Tunnel- Not Allowed		Crawl Tunnel - Allowed. See 4-H Agility Rules for Heights-Page 3.
Teeter-totter & Sway Bridge - Not Allowed.		Teeter-totter & Sway Bridge - Not Allowed		Teeter-totter & Sway Bridge -Allowed.

4-H Agility Judging Quick Reference for All Classes

All Classes: Standard Course Times (SCT) = 1.5 to 1.75 seconds/ yards + 5 seconds pause
All Classes: Maximum course time = 3 minutes

Beginners	Intermediate	Advanced
On Leash: Handlers <u>may</u> go over the jumps with dogs. Buckle Collars - NO TAGS.	Off Leash: Handlers <u>may not</u> go over the jumps with dogs. Buckle Collars - NO TAGS. Dogs <u>must</u> do weaves - but will not be faulted.	Off Leash: Handlers <u>may not</u> go over the jumps with dogs. Buckle Collars - NO TAGS.
1 Point Faults		
Time Faults: 1 Fault for every 2 seconds over SCT (1 Fault = 1 point)	Time Faults: 1 Fault for every 2 seconds over SCT (1 Fault = 1 point)	Time Faults: 1 Fault for every 2 seconds over SCT (1 Fault = 1 point)
2 Point Faults		
<ul style="list-style-type: none"> Each time the dog is touched Dropping the leash between obstacle Running by an obstacle Obstacle out of sequence Jumping on and off the table Guiding Dog/ Tight Leash Outside assistance Touching an obstacle 	<ul style="list-style-type: none"> Each time the dog is touched Running by an obstacle Obstacle out of sequence Jumping on and off the table Guiding Dog with collar Outside assistance Touching an obstacle 	<ul style="list-style-type: none"> Each time the dog is touched Running by an obstacle Obstacle out of sequence Jumping on and off the table Outside assistance Touching an obstacle
5 Point Faults		
Refusals; Contact Obstacles - any feet on and jumps off. Any significant Pause or hesitation at any obstacle.	Refusals; Contact Obstacles - any feet on and jumps off. Any significant Pause or hesitation at any obstacle.	Refusals; Contact Obstacles - any feet on and jumps off. Any significant Pause or hesitation at any obstacle.
<ul style="list-style-type: none"> Knocking down jump Knocking down a bar on a jump Going over a knocked down jump Improper collar or collar with tags 	<ul style="list-style-type: none"> Knocking down jump Knocking down a bar on a jump Going over a knocked down jump Improper collar or collar with tags 	<ul style="list-style-type: none"> Knocking down jump Knocking down a bar on a jump Going over a knocked down jump Improper collar or collar with tags

4-H Agility Judging Quick Reference for All Classes

All Classes: Standard Course Times (SCT) = 1.5 to 1.75 seconds/ yards + 5 seconds pause
All Classes: Maximum course time = 3 minutes

Beginners	Intermediate	Advanced
On Leash: Handlers <u>may</u> go over the jumps with dogs. Buckle Collars - NO TAGS.	Off Leash: Handlers <u>may</u> not go over the jumps with dogs. Buckle Collars - NO TAGS. Dogs <u>must</u> do weaves - but will not be faulted.	Off Leash: Handlers <u>may</u> not go over the jumps with dogs. Buckle Collars - NO TAGS.
Continuation Page 2 of 2		
10 Point Faults		
Missing a contact zone	Missing a contact zone	Missing a contact zone
Elimination - Non Qualifying		
<ul style="list-style-type: none"> Exceeding the Course Time Dog fouling in the ring Excessive Handler loudness Abuse of dog in the ring Dog leaving the ring and stops working Failure to perform Walking the broad jump Food or toys in the ring 3 attempts or refusals on any obstacle 	<ul style="list-style-type: none"> Exceeding the Course Time Dog fouling in the ring Excessive Handler loudness Abuse of dog in the ring Dog leaving the ring and stops working Failure to perform Walking the broad jump Weave poles not completed Food or toys in the ring 2 attempts or refusals on any obstacle 	<ul style="list-style-type: none"> Exceeding the Course Time Dog fouling in the ring Excessive Handler loudness Abuse of dog in the ring Dog leaving the ring and stops working Failure to perform Walking the broad jump Guiding dog with collar Food or toys in the ring 1 refusal on any obstacle More than 1 attempt on any obstacle Flying off the teeter-totter

Qualifying Score for all classes is 85 points
or more out of 100 points

4-H Agility Judge's Worksheet
Beginner A or B

Dog No: _____
Breed: _____
Dog's Time: _____
Standard Course Time: _____
(SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
Maximum Course Time: 3 minutes
Time over SCT: _____ ÷ 2
(1 fault for every 2 sec.)

Total Time Faults: _____

Refusals – 5 Points (Contacts Obstacles, Any feet on, jumps off)
(Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
-5 Points: knocking down jump/going over a knocked down jump
Improper Collar / Collar with Tags
-2 Points: Each time a dog is touched
Obstacle: out of sequence / running by
Jumping on then off table
Guiding Dog / Leash: Tight or dropping between Obstacle
Touching an obstacle
Outside assistance

Total: _____

Elimination – Non-qualifying

Exceeding Max Course time
Dog fouls ring
Excessive Handler loudness
Abuse of dog in ring
Dog leaving ring and stops working
Failure to perform obstacle / Walking Broad jump
Food or toys in ring
3 refusals on any obstacle

Total: _____

Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults = _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
(100 – Total faults)

4-H Agility Judge's Worksheet
Beginner A or B

Dog No: _____
Breed: _____
Dog's Time: _____
Standard Course Time: _____
(SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
Maximum Course Time: 3 minutes
Time over SCT: _____ ÷ 2
(1 fault for every 2 sec.)

Total Time Faults: _____

Refusals – 5 Points (Contacts Obstacles, Any feet on, jumps off)
(Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
-5 Points: knocking down jump/going over a knocked down jump
Improper Collar / Collar with Tags
-2 Points: Each time a dog is touched
Obstacle: out of sequence / running by
Jumping on then off table
Guiding Dog / Leash: Tight or dropping between Obstacle
Touching an obstacle
Outside assistance

Total: _____

Elimination – Non-qualifying

Exceeding Max Course time
Dog fouls ring
Excessive Handler loudness
Abuse of dog in ring
Dog leaving ring and stops working
Failure to perform obstacle / Walking Broad jump
Food or toys in ring
3 refusals on any obstacle

Total: _____

Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults = _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
(100 – Total faults)

4-H Agility Judge's Worksheet
Intermediate A or B

Dog No: _____
 Breed: _____
 Dog's Time: _____
 Standard Course Time: _____
 (SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2
 (1 fault for every 2 sec.)
Total Time Faults: _____
Refusals - 5 Points (Contacts Obstacles, Any feet on, jumps off)
 (Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
 -5 Points: Knocking down jump/going over a knocked down jump
 Improper Collar / Collar with Tags
 -2 Points: Each time a dog is touched
 Obstacle: out of sequence / running by
 Jumping on then off table
 Guiding dog with collar
 Touching an obstacle
 Outside assistance
Total: _____

Elimination - Non-qualifying

Exceeding Max Course time
 Dog fouls ring
 Excessive handler loudness
 Abuse of dog in ring
 Dog leaving ring and stops working
 Failure to perform obstacle / Walking Broad jump
 Food or toys in ring / Weaves not completed
 2 refusals on any obstacle
Total: _____
 Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults - _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
 (100 - Total faults)

4-H Agility Judge's Worksheet
Intermediate A or B

Dog No: _____
 Breed: _____
 Dog's Time: _____
 Standard Course Time: _____
 (SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
 Maximum Course Time: 3 minutes
 Time over SCT: _____ ÷ 2
 (1 fault for every 2 sec.)
Total Time Faults: _____
Refusals - 5 Points (Contacts Obstacles, Any feet on, jumps off)
 (Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
 -5 Points: Knocking down jump/going over a knocked down jump
 Improper Collar / Collar with Tags
 -2 Points: Each time a dog is touched
 Obstacle: out of sequence / running by
 Jumping on then off table
 Guiding dog with collar
 Touching an obstacle
 Outside assistance
Total: _____

Elimination - Non-qualifying

Exceeding Max Course time
 Dog fouls ring
 Excessive handler loudness
 Abuse of dog in ring
 Dog leaving ring and stops working
 Failure to perform obstacle / Walking Broad jump
 Food or toys in ring / Weaves not completed
 2 refusals on any obstacle
Total: _____
 Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults - _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
 (100 - Total faults)

4-H Agility Judge's Worksheet
Advanced A or B

Dog No: _____
Breed: _____
Dog's Time: _____
Standard Course Time: _____
(SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
Maximum Course Time: 3 minutes
Time over SCT: _____ + 2
(1 fault for every 2 sec.)

Total Time Faults: _____
Refusals – 5 Points (Contacts Obstacles, Any feet on, jumps off)
(Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
-5 Points: Knocking down jump/going over a knocked down jump
Improper Collar / Collar with Tags
-2 Points: Each time a dog is touched
Obstacle: out of sequence / running by
Jumping on then off table
Touching an obstacle
Outside assistance

Total: _____

Elimination – Non-qualifying

Exceeding Max Course time
Dog fouls ring
Excessive handler loudness
Abuse of dog in ring / Guiding dog with collar
Dog leaving ring and stops working
Failure to perform obstacle / Walking Broad jump
Food or toys in ring
1 refusal or more than one attempt on any obstacle
Flying off the Teeter Totter

Total: _____

Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults - _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
(100 – Total faults)

4-H Agility Judge's Worksheet
Advanced A or B

Dog No: _____
Breed: _____
Dog's Time: _____
Standard Course Time: _____
(SCT = 1.5 to 1.75 yards/sec. + 5 sec for pause)
Maximum Course Time: 3 minutes
Time over SCT: _____ + 2
(1 fault for every 2 sec.)

Total Time Faults: _____
Refusals – 5 Points (Contacts Obstacles, Any feet on, jumps off)
(Any significant pause or hesitation on any obstacle) **Total:** _____

Course faults

-10 Points: Missing a contact zone
-5 Points: Knocking down jump/going over a knocked down jump
Improper Collar / Collar with Tags
-2 Points: Each time a dog is touched
Obstacle: out of sequence / running by
Jumping on then off table
Touching an obstacle
Outside assistance

Total: _____

Elimination – Non-qualifying

Exceeding Max Course time
Dog fouls ring
Excessive handler loudness
Abuse of dog in ring / Guiding dog with collar
Dog leaving ring and stops working
Failure to perform obstacle / Walking Broad jump
Food or toys in ring
1 refusal or more than one attempt on any obstacle
Flying off the Teeter Totter

Total: _____

Total Faults = Time faults + Refusal faults + Course Faults **100**

Total faults - _____

Qualifying is 85 points or more out of 100 points with no "non-qualifications."
Final score = _____
(100 – Total faults)